## True Religion? Part 2 Sciencefictionology



Pastor Miles McPherson – August 13-14, 2005 Romans 8:5-11, 1 Corinthians 2-11

A religion can be defined as a "system of beliefs and practices designed to lead someone into a relationship with the supernatural". A major focus of many religions is often life after death.

*True Religion?* is a series designed to investigate how "true" the beliefs and promises are for some of the most commonly practiced religions.

## It is sciencefictionology to think that ...

- 1. You are a generally good immortal spirit or a <u>"thetan"</u> with a divine nature and potential being controlled by bad memories instead of a sinful nature.
- 2. Engrams or traumatic memories from past lives control your spiritual potential and not the Holy Spirit.
- **3.** A <u>costly</u> mental process of <u>auditing</u>, resulting in the condition of "Clear", can bring about spiritual liberation and not repentance.
- **4.** <u>"Clear"</u>, the condition of being cleared of engrams or past traumatic memories, can bring about spiritual freedom and not God.

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